

FIG. 1

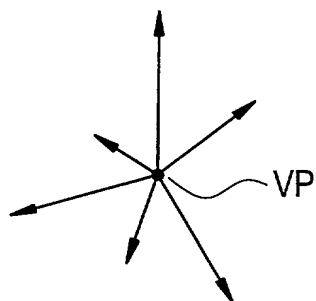


FIG. 2

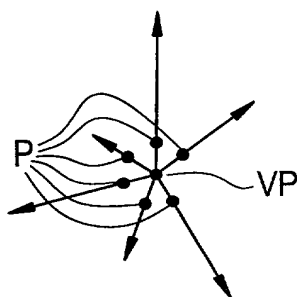
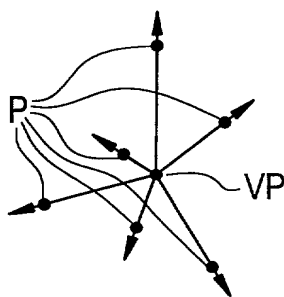


FIG. 3



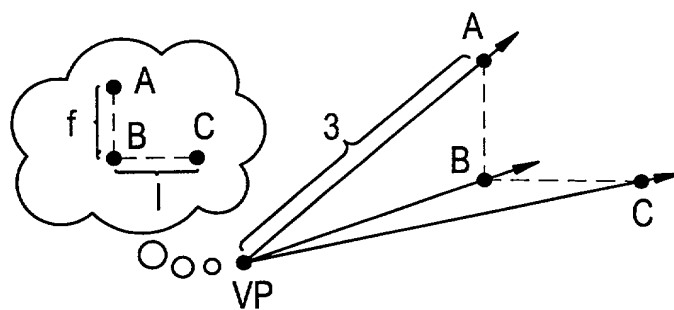


FIG. 4B

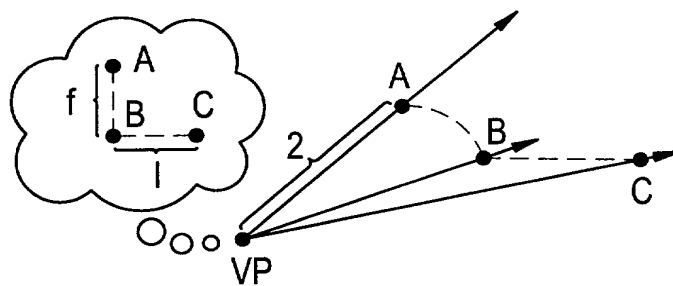


FIG. 5

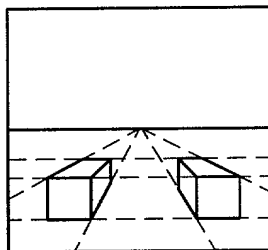


FIG. 6

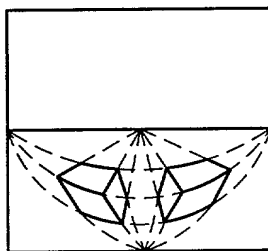


FIG. 7

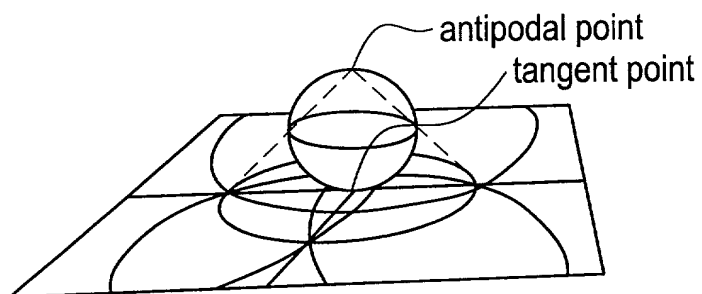


FIG. 8

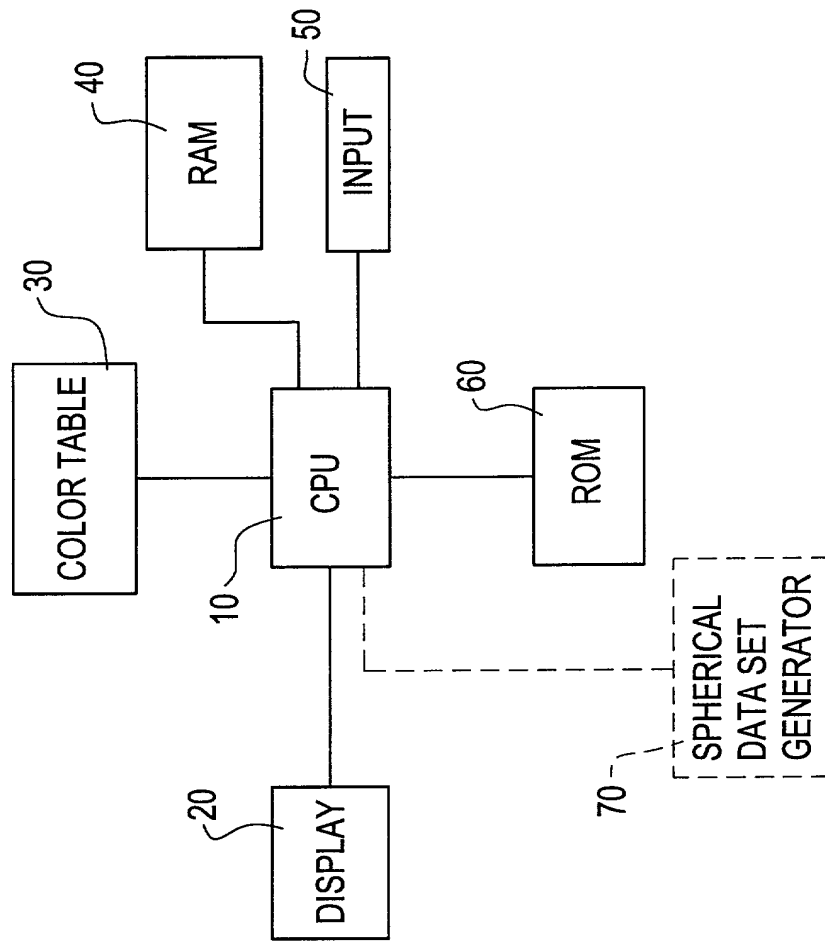


FIG. 9A

```
/* Includes required */
#include <GL/gl.h>
#include <GL/glut.h>
#include <stdio.h>
#include <ppm.h>
#include <math.h>

/**
 * something because of windows
 */
void __eprintf() {
}

/**
 * our data structure of choice
 */
typedef struct obj {
    /* other parameters */
    float matrix[16];

    /* view angle */
    float viewangle;

    /* aspect ratio */
    float aspect;

    /* z of the camera */
    float tz;

    /* ry of the camera */
    float ry;
} Obj;

/* hold the display lists for textures */
typedef struct texture {
    int tex1;
    int tex2;
} Texture;

/**
 * our global variables
 */
/* camera settings */
Obj scene;
```

FIG. 9B

```
/* texture stuff */
Texture def;
Texture* current_texture = &def;

/* track the next display list number */
int nextDLnum = 2;

/* stuff for lighting */
float lightPos[4] = {2.0, 4.0, 2.0, 0};
float lightDir[4] = {0, 0, 1.0, 1.0};
float lightAmb[4] = {0.4, 0.4, 0.4, 1.0};
float lightDiff[4] = {0.8, 0.8, 0.8, 1.0};
float lightSpec[4] = {0.8, 0.8, 0.8, 1.0};
int lights = 0;
int outsideView = 0;
int parent;

#define HEMISPHERE 1
void createHemisphere(int listNum, int numPts, int geom);

/**
 * Read in the ppm files and create display lists for a texture
 * returns the dimension of the image
 */
pixel **map1, **map2;
GLubyte *tex1, *tex2, **tmpPP, *tmpP;
void readTexture(Texture* t, char* file1, char* file2) {
    FILE *fp1, *fp2;
    int cols, rows, i, j, index;
    pixval maxval;

    /* open the files */
    fp1 = fopen(file1, "r");
    fp2 = fopen(file2, "r");
    if (!fp1) {
        fprintf(stderr, "Couldn't open %s\n", file1);
    }
    if (!fp2) {
        fprintf(stderr, "Couldn't open %s\n", file2);
    }

    /* read the ppm files */
    map1 = ppm_readppm(fp1, &cols, &rows, &maxval);
    fprintf(stderr, "%s: rows = %d \t cols = %d\n", file1, rows,
        cols, maxval);
    map2 = ppm_readppm(fp2, &cols, &rows, &maxval);
}
```

FIG. 9C

```
fprintf(stderr, "%s: rows = %d \t cols = %d\n", file2, rows,
cols, maxval);
```

```
/* convert them */
tex1 = malloc(sizeof(GLubyte) * rows * cols * 3);
tex2 = malloc(sizeof(GLubyte) * rows * cols * 3);
index = 0;
for (i = 0; i < rows; i++) {
    for (j = 0; j < cols; j++) {
        /* R */
        tex1[index] = PPM_GETR(map1[i][j]);
        tex2[index] = PPM_GETR(map2[i][j]);
        index ++;

        /* G */
        tex1[index] = PPM_GETG(map1[i][j]);
        tex2[index] = PPM_GETG(map2[i][j]);
        index ++;

        /* B */
        tex1[index] = PPM_GETB(map1[i][j]);
        tex2[index] = PPM_GETB(map2[i][j]);
        index ++;
    }
}

/* create the textures */
/* new display list*/
glNewList(nextDLnum, GL_COMPILE);
t->tex1 = nextDLnum;
nextDLnum++;
glTexImage2D(GL_TEXTURE_2D, 0, 3, cols, rows, 0, GL_RGB,
GL_UNSIGNED_BYTE,
    tex1);
glEndList();

/* new display list*/
glNewList(nextDLnum, GL_COMPILE);
t->tex2 = nextDLnum;
nextDLnum++;
glTexImage2D(GL_TEXTURE_2D, 0, 3, cols, rows, 0, GL_RGB,
GL_UNSIGNED_BYTE,
    tex2);
glEndList();
}
```

FIG. 9D

```
/**
 * this will initialize the display lists for the objects
 */
void initialize_objects(int argc, char**argv) {
    float tmp[4];

    /* read in the texture */
    readTexture(&def, argv[1], argv[2]);

    /* create hemisphere */
    createHemisphere(1, 50, GL_TRIANGLE_STRIP);

    /* scene */
    scene.viewangle = 130;
    scene.tz = 0;
    scene.ry = 0;
}

/*
 * Clear the screen. draw the objects
 */
void display()
{
    float tmp[4];
    float height;

    /* clear the screen */
    glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT);

    /* adjust for scene orientation */
    glMatrixMode(GL_PROJECTION);
    if (outsideView) {
        glLoadIdentity();
        gluPerspective(45, scene.aspect, 0.1, 10.0);
        glTranslatef(0, 0, -3);
        glRotatef(45, 1, 0, 0);
        glRotatef(45, 0, 1, 0);
        glDisable(GL_TEXTURE_2D);
        glColor3f(.8, .8, .8);
    } else {
        glLoadIdentity();
        gluPerspective(scene.viewangle, scene.aspect, 0.1, 10.0);
        glTranslatef(0, 0, scene.tz);
        glRotatef(scene.ry, 0, 1, 0);
    }
}
```


FIG. 9E

```

/* draw our models */
glMatrixMode(GL_MODELVIEW);
glPushMatrix();

if (outsideView) {
    /* transform to where the camera would be */
    glPushMatrix();

    /* draw a cube for the camera */
    glLoadIdentity();
    glRotatef(180, 1, 0, 0);
    glTranslatef(0, 0, scene.tz);
    tmp[0] = tmp[1] = tmp[2] = .8;
    tmp[3] = 1;
    glMaterialfv(GL_FRONT_AND_BACK, GL_SPECULAR, tmp);
    glMaterialf(GL_FRONT_AND_BACK, GL_SHININESS, 0.0);
    glMaterialfv(GL_FRONT_AND_BACK, GL_AMBIENT_AND_DIFFUSE, tmp);
    glutSolidCube(.1);

    /* draw a cone for the view frustrum */
    glLoadIdentity();
    height = 1 - scene.tz;
    glRotatef(45, 0, 0, 1);
    glTranslatef(0, 0, -1);
    tmp[0] = tmp[1] = 1;
    tmp[2] = 0;
    tmp[3] = .3;
    glMaterialfv(GL_FRONT_AND_BACK, GL_SPECULAR, tmp);
    glMaterialf(GL_FRONT_AND_BACK, GL_SHININESS, 0.0);
    glMaterialfv(GL_FRONT_AND_BACK, GL_AMBIENT_AND_DIFFUSE, tmp);
    glutSolidCone(tan(scene.viewangle * 3.14 / 360.0) * height,
height, 20, 1);
    glPopMatrix();
    glEnable(GL_TEXTURE_2D);
}

/* now draw the semisphere */
if (lights) {
    tmp[0] = tmp[1] = tmp[2] = .8;
    tmp[3] = .8;
    glMaterialfv(GL_FRONT_AND_BACK, GL_SPECULAR, tmp);
    glMaterialf(GL_FRONT_AND_BACK, GL_SHININESS, 10.0);
    glMaterialfv(GL_FRONT_AND_BACK, GL_AMBIENT_AND_DIFFUSE, tmp);
}
glCallList(current_texture->tex1);
glCallList(HEMISPHERE);

```

FIG. 9F

```
if (lights) {
    tmp[0] = tmp[1] = tmp[2] = .5;
    tmp[3] = .5;
    glMaterialfv(GL_FRONT_AND_BACK, GL_SPECULAR, tmp);
    glMaterialf(GL_FRONT_AND_BACK, GL_SHININESS, 10.0);
    glMaterialfv(GL_FRONT_AND_BACK, GL_AMBIENT_AND_DIFFUSE, tmp);
}

glRotatef(180.0, 0.0, 0.0, 1.0);
glCallList(current_texture->tex2);
glCallList(HEMISPHERE);
glPopMatrix();

fprintf(stderr, "%s\n", gluErrorString(glGetError()));
glutSwapBuffers();
}

/*
 * Handle Menus
 */
#define M_QUIT 1
void Select(int value)
{
    switch (value) {
        case M_QUIT:
            exit(0);
            break;
    }
    glutPostRedisplay();
}

void create_menu() {
    fprintf(stderr, "Press ? for help\n");
    glutCreateMenu(Select);
    glutAddMenuEntry("Quit", M_QUIT);
    glutAttachMenu(GLUT_RIGHT_BUTTON);
}

/* Initializes hading model */
void myInit(void)
{
    glEnable(GL_DEPTH_TEST);
    glShadeModel(GL_SMOOTH);

    /* texture stuff */
    glPixelStorei(GL_UNPACK_ALIGNMENT, sizeof(GLubyte));
    glTexParameterf(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_CLAMP);
    glTexParameterf(GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_CLAMP);
}
```

FIG. 9G

```
glTexParameterf(GL_TEXTURE_2D, GL_TEXTURE_MAG_FILTER,
GL_NEAREST);
glTexParameterf(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER,
GL_NEAREST);
glTexEnvf(GL_TEXTURE_ENV, GL_TEXTURE_ENV_MODE, GL_DECAL);
glEnable(GL_TEXTURE_2D);

}

/*
 * Called when the window is first opened and whenever
 * the window is reconfigured (moved or resized).
 */
void myReshape(int w, int h)
{
    glViewport (0, 0, w, h);          /* define the viewport */
    scene.aspect = 1.0*(GLfloat)w/(GLfloat)h;
    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    gluPerspective(scene.viewangle, scene.aspect, 0.1, 10.0);
    glMultMatrixf(scene.matrix);
    glMatrixMode (GL_MODELVIEW);      /* back to modelview
    matrix */
}

/*
 * Keyboard handler
 */
void
Key(unsigned char key, int x, int y)
{
    float matrix[16];
    glMatrixMode(GL_MODELVIEW);
    glGetFloatv(GL_MODELVIEW_MATRIX, matrix);
    glLoadIdentity();
    fprintf(stderr, "%d - %c ", key, key);
    switch (key) {
    case 'o':
        if (!outsideView) {
            fprintf(stderr, "outside on ");
            outsideView = 1;

            /* turn on blending */
            glEnable(GL_BLEND);
            glBlendFunc(GL_SRC_ALPHA, GL_ONE_MINUS_SRC_ALPHA);
        }
    }
```

FIG. 9H

```
/* We want to see color */
glTexEnvf(GL_TEXTURE_ENV, GL_TEXTURE_ENV_MODE, GL_MODULATE);

/* turn on our spotlight */
glEnable(GL_LIGHT1);
glLightfv(GL_LIGHT1, GL_AMBIENT, lightAmb);
glLightfv(GL_LIGHT1, GL_DIFFUSE, lightDiff);
glLightfv(GL_LIGHT1, GL_SPECULAR, lightSpec);
glLightfv(GL_LIGHT1, GL_SPOT_DIRECTION, lightDir);
} else {
    fprintf(stderr, "outside off ");
    outsideView = 0;
    glTexEnvf(GL_TEXTURE_ENV, GL_TEXTURE_ENV_MODE, GL_DECAL);
    glDisable(GL_BLEND);
}
break;
case 'F':
    fprintf(stderr, "flat ");
    glShadeModel(GL_FLAT);
    break;
case 'f':
    fprintf(stderr, "smooth ");
    glShadeModel(GL_SMOOTH);
    break;
case 'y':
    printf("ry = %f\n", scene.ry);
    scene.ry -= 5;
    break;
case 'Y':
    scene.ry += 5;
    break;
case 'z':
    scene.tz -= .02;
    fprintf(stderr, " tz = %f ", scene.tz);
    break;
case 'Z':
    scene.tz += .02;
    fprintf(stderr, " tz = %f ", scene.tz);
    break;
case 'a':
    scene.viewangle -= 1;
    fprintf(stderr, " angle: %f ", scene.viewangle);
```

FIG. 9I

```
break;
case 'A':
    scene.viewangle += 1;
    fprintf(stderr, "angle: %f  ", scene.viewangle);
    break;
case 55:
    glRotatef(-5, 0.0, 0.0, 1.0);
    break;
case 57:
    glRotatef(5, 0.0, 0.0, 1.0);
    break;
case 52:
    glRotatef(-5, 0.0, 1.0, 0.0);
    break;
case 54:
    glRotatef(5, 0.0, 1.0, 0.0);
    break;
case 56:
    glRotatef(5, 1.0, 0.0, 0.0);
    break;
case 50:
    glRotatef(-5, 1.0, 0.0, 0.0);
    break;
case 'q':
    if (lights) {
        glDisable(GL_LIGHT0);
        glDisable(GL_LIGHTING);
        lights = 0;
        fprintf(stderr, "no lights  ");
    } else {
        glEnable(GL_LIGHTING);
        glEnable(GL_LIGHT0);
        glLightfv(GL_LIGHT0, GL_POSITION, lightPos);
        glLightfv(GL_LIGHT0, GL_AMBIENT, lightAmb);
        glLightfv(GL_LIGHT0, GL_DIFFUSE, lightDiff);
        glLightfv(GL_LIGHT0, GL_SPECULAR, lightSpec);
        lights = 1;
        fprintf(stderr, "lights  ");
    }
    break;
case 't':
    fprintf(stderr, "texture off  ");
    glDisable(GL_TEXTURE_2D);
    break;
case 'T':
    fprintf(stderr, "texture on  ");
    glEnable(GL_TEXTURE_2D);
    break;
```

FIG. 9J

```
case '?':
    fprintf(stderr, "hjkl - rotate current object\n");
    fprintf(stderr, "s/S - shrink / grow the object or zoom the
scene\n");
    fprintf(stderr, "a/A viewangle\n");
    fprintf(stderr, "z/Z camera position\n");
    fprintf(stderr, "f/F flat smooth\n");
    fprintf(stderr, "Escape quits \n");
    break;
case 27:          /* Esc will quit */
    exit(1);
    break;
default:
    fprintf(stderr, "Unbound key - %d ", key);
    break;
}
fprintf(stderr, "\n");
glMultMatrixf(matrix);
glutPostRedisplay();
}

/*
 * Main Loop
 * Open window with initial window size, title bar,
 * RGBA display mode, and handle input events.
 */
int main(int argc, char** argv)
{
    glutInit(&argc, argv);
    glutInitDisplayMode (GLUT_DOUBLE | GLUT_RGBA);
    parent = glutCreateWindow (argv[0]);
    myInit();
    glutKeyboardFunc(Key);
    glutReshapeFunc (myReshape);
    glutDisplayFunc(display);
    create_menu();
    initialize_objects(argc, argv);
    glutMainLoop();
}
```

FIG. 10A

```
#ifdef WINDOWS
#include <windows.h>
#endif
#include <GL/gl.h>
#include <GL/glut.h>

#include "warp.h"
#include <stdio.h>
/**
 * Triangulate a hemisphere and texture coordinates.
 * listNum - display list number
 * numPts - number of points to a side
 * return the display list
 */
void createHemisphere(int listNum, int numPts, int geom) {
    double incr = 1.0 / numPts;
    double u, v, x, y, z;
    float tx, tz;
    int i, j;

    /* start the display list */
    glNewList(listNum, GL_COMPILE_AND_EXECUTE);

    /* create the coordinates */
    /* use the square to circle map */
    /* across then down */
    v = 0;
    for (j = 0; j < numPts ; j++) {
        /* start the tri strip */
        glBegin(geom);
        u = 0;
        for (i = 0; i <= numPts; i++) {
            /* do the top point */
            /* get the XYZ coords */
            map(u, v, &x, &y, &z);

            /* create the texture coord */
            tx = x / 2 + .5;
            tz = z / 2 + .5;
            if (tx > 1.0 || tz > 1.0 || tx < 0.0 || tz < 0.0) {
                printf("not in range %f %f\n", tx, tz);
            }
            glTexCoord2f(tx, tz);
        }
    }
}
```

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FIG. 10B

```
/* normal */
glNormal3f(x, y, z);

/* create the coord */
glVertex3f(x, y, z);

/* get the XYZ coords */
map(u, v + incr, &x, &y, &z);

/* create the texture coord */
tx = x / 2 + .5;
tz = z / 2 + .5;
if (tx > 1.0 || tz > 1.0 || tx < 0.0 || tz < 0.0) {
    printf("not in range %f %f\n", tx, tz);
}
glTexCoord2f(tx, tz);

/* normal */
glNormal3f(x, y, z);

/* create the coord */
glVertex3f(x, y, z);

/* adjust u */
u += incr;
}
/* done with the list */
glEnd();

/* adjust v */
v += incr;
}

/* all done with the list */
glEndList();
}
```